Azure unleashed: ASP.NET Core <3 CQRS

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Grazie a



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Communities









Me.About();

- CEO @ Managed Designs
- Microsoft MVP since 2003
- Microsoft Regional Director
- Author (along with Dino) of <u>.NET: Architecting Applications for the Enterprise</u>, by Microsoft Press
- Basically, a software architect developer eager to write code ©

Demos.About();

All demos (but one) are based on Merp, a GPL'ed Micro ERP I developed (and still do, to an extent) as the companion project for my book.

It's "free as in speech", so:

- 1. **Download** & unzip it
- 2. Open the .sln file in Visual Studio
- 3. Run Update-Database (x2)
- 4. Enjoy time travelling ©

Newer builds will be published here:

http://www.github.com/mastreeno



The (Relational) Lord of the Rings



A few fancy dressed blokes going on a jaunt



It really became clear to me in the last couple of years that we need a new building block and that is the Domain Event.

[Eric Evans]

An event is something that has happened in the past.

[Greg Young]

A domain event ... captures the memory of something interesting which affects the domain

[Martin Fowler]

Event Sourcing in a nutshell

Instead of focusing on a system's last known state, we might note down every occurring event: this way, we would be able to (re)build the state the system was in at any point in time just replaying those events

To cut a long story short: we'd end up recording an **event stream**JobOrderStarted
JobOrderExtended
JobOrderCompleted

What's an event, anyway?

The (immutable) composition of:

- A (meaningful) name
- (Typed) Attributes

InvoiceIssued

DateOfIssue

Customer

Price

ProjectStarted

DateOfStart

ProjectId

ProjectCompleted

DateOfCompletion

ProjectId

ProjectRegistered

DateOfRegistration

DateOfEstimatedCompletion

ProjectId

CustomerId

Price

DEMO

Event Stream

Events vs. Relations

Although replaying a DBMS event log or adopting a temporal database would allow to restore a specific system state, we would miss the reason behind every occurred change nonetheless

INSERT INTO X (M, L, G) VALUES (1, 0, 1)

UPDATE X SET M=X, L=Y ... WHERE ...

UPDATE X SET M=42 ... WHERE ...

UPDATE X SET J=K ... WHERE ...

INSERT JobOrderStarted VALUES ()

INSERT JobOrderExtended VALUES ()

INSERT InvoiceIssued VALUES ()

INSERT JobOrderCompleted VALUES ()

Event Stream vs. «My application»

Still, my users are more interested in knowing a job order's balance or whether an invoice has been paid. (cit.)

That is, we need a way to produce an entity state

Event Sourcing < 3 DDD

DDD's Aggregates provide a convenient way to encapsulate event management

Aggregate: A collection of objects that are bound together by a root entity, otherwise known as an aggregate root. The aggregate root guarantees the consistency of changes being made within the aggregate.

[Wikipedia]

An aggregate is responsible for:

- encapsulating business logic pertaining to an "entity"
- generating events to have them available for saving
- replaying events in order to rebuild a specific state

DEMO

Aggregates

Aggregates vs. Events vs. Repos

Repository: Mediates between the domain and data mapping layers using a collection-like interface for accessing domain objects. [DDD]

DEMO

Time Travelling

Event Stream vs. «My application»

Still², my users are more interested in knowing a job order's balance or whether an invoice has been paid. Quickly.

Ways to achieve that:

- Snapshots can help
- CQRS to the rescue: let's have a database storing the usual «last known system state» using it as a read model

Enter CQRS

Acronym for **C**ommand **Q**uery **R**esponsibility **S**egregation Basically, ad hoc application stacks for either writing or reading:

- "Command" stack writes events and snapshots
- "Read" stack reads from eventually consistent, reading purposes optimized database(s)

CQRS: the "Read" side of the Force

As a business unit manager, I want to collect credits due to unpaid outgoing invoices #ubiquitouslanguage #nuffsaid

CQRS/ES wise, this user story could be implemented by means of the following real world C# code:

```
Database.OutgoingInvoices.
```

- .PerBusinessUnit(businessUnitId)
- .ExpiredOnly()
- .Select(i => new {InvoiceNumber = i.Number, CustomerId = i.Customer.Id})
- .AsParallel()
- .ForAll(i => bus.Send(new CollectDebtCommand(i.InvoiceNumber, i.CustomerId)));

DEMO

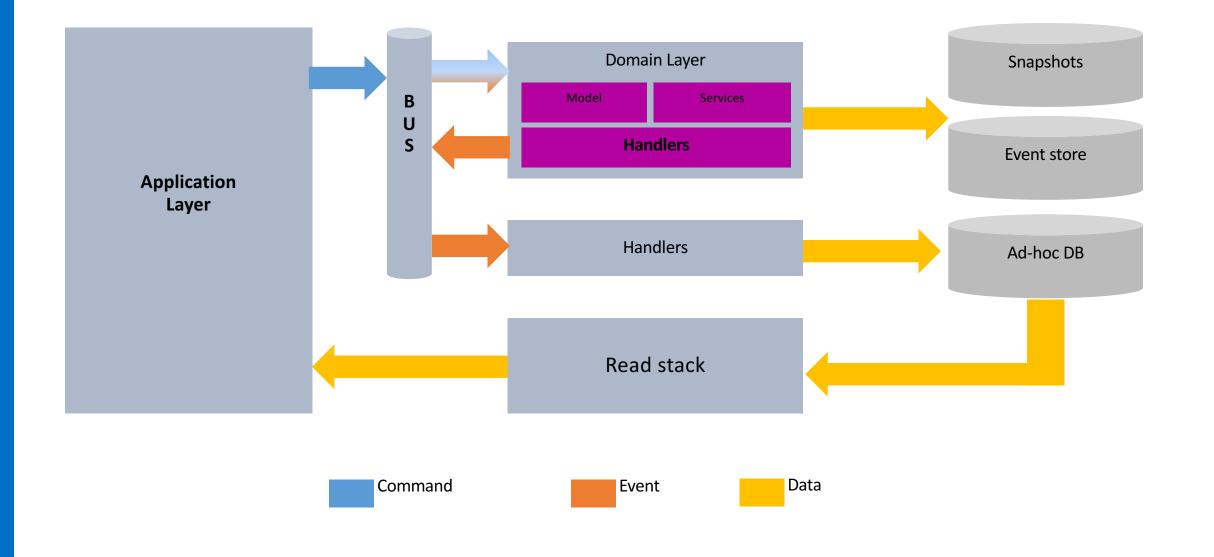
Read Model

CQRS/ES in a nutshell

- 1. Application sends a command to the system
- 2. Command execution might alter the system's state and then raise events to state success/failure
- 3. Events are notified to interested subscribers (a.k.a. handlers), such as:
 - Workflow managers (a.k.a. «Sagas») which could execute more commands
 - Denormalizers, which will update the read model database

Note: command/event dispatch/execution will usually be managed by a Mediator («bus»)

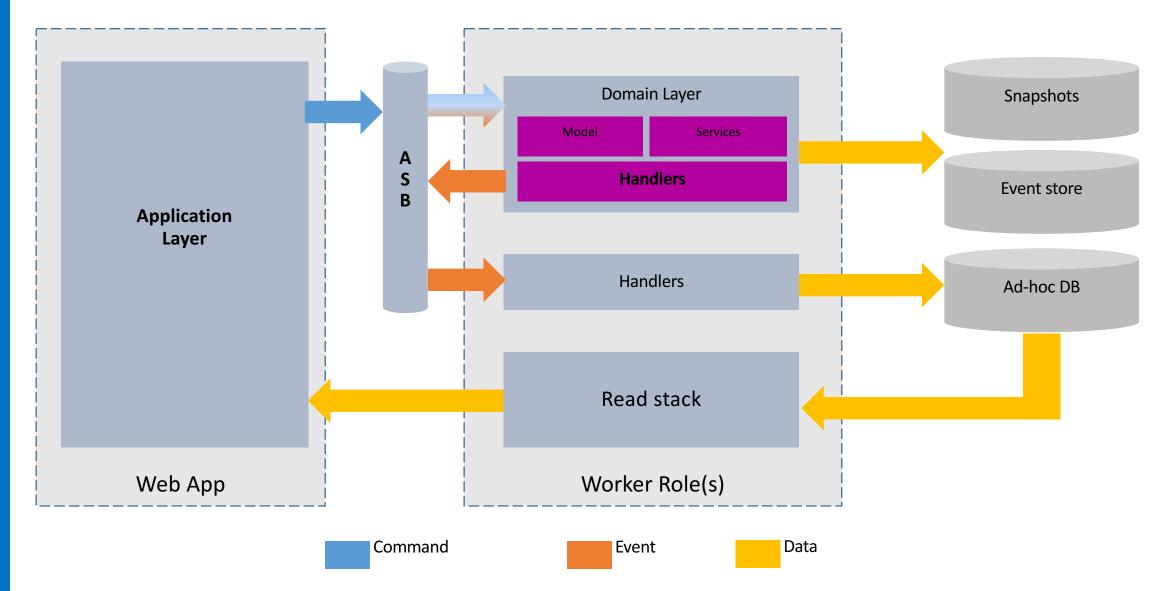
CQRS/ES at a glance



DEMO

Handlers

Azure <3 CQRS



Look ma, a microservice!

Both web App(s) and worker role(s) can be:

- Evolved
- Deployed
- Configured (e.g.: scaled)

independently

Application Frameworks

MementoFX https://www.nuget.org/packages?q=MementoFx	NEventStore + CommonDomain https://www.nuget.org/packages?q=NEventStore
 LGPL (FOSS in Q1-2017) 	• FOSS
 DDD/CQRS/ES Full stack 	 DDD/CQRS/ES Full stack
Time travel	 Both On-Premises & cloud
 Alternative timelines 	 (Kind of) Wide community

Bibliography

[DDD] Domain Driven Design, Eric Evans, Addison-Wesley

[NAAE] Microsoft .NET: Architecting Applications for the Enterprise (2° ed.), Andrea Saltarello & Dino Esposito, Microsoft Press

[MERP] Merp, https://naa4e.codeplex.com/



Domande?

